USER'S MANUAL

RING of RED™

TEEN
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CONTENT RATED BY ESRB

3D STRATEGIC WARFARE

KONAMI®

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's RING OF RED. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your Information, RING OF RED is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

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Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

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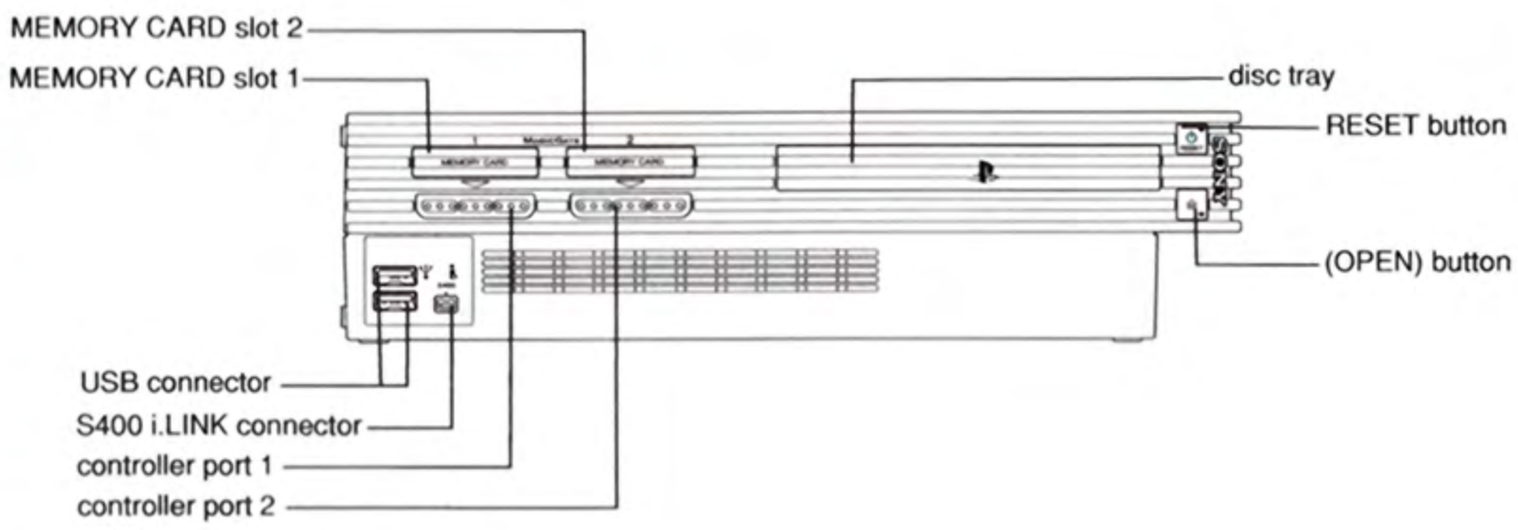
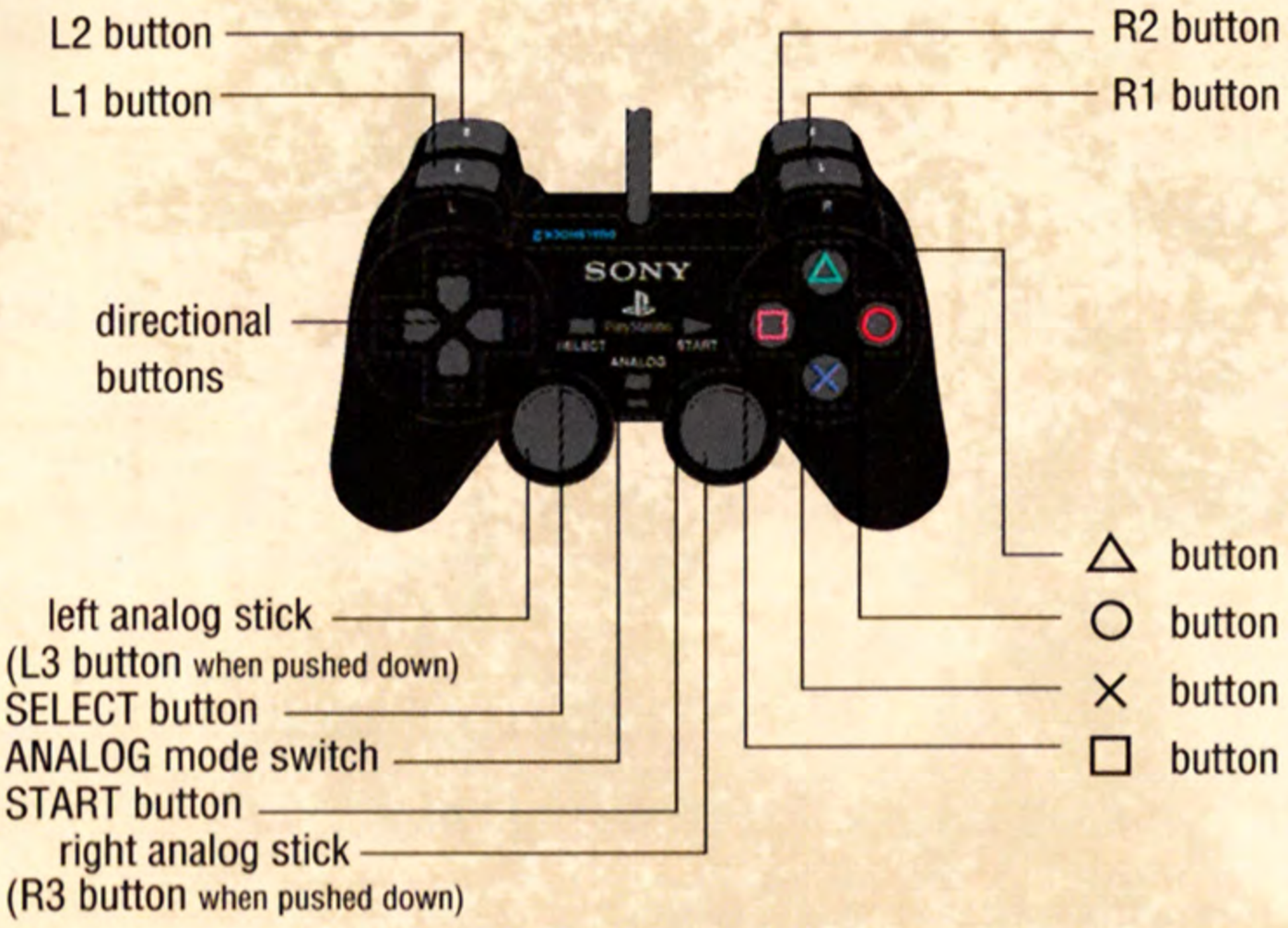


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on.

Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the RING OF RED™ disc on the disc tray with the label side facing up.

Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

HOW TO USE THE DUALSHOCK™2 ANALOG CONTROLLER



NOTE: The game does not support analog control in either mode.

DIRECTIONAL BUTTONS

Use to select commands from the title screen and in the options mode.

On the Operation Map: Moves cursor and units. Command Selection.

On the Battlefield Map: Selects command. Enters direction of movement.

START BUTTON

Starts the game from the title screen.

△ BUTTON

Changes between the three unit information windows on the Operation Map.

⊗ BUTTON

Enters command.

On the Operation Map: Moves cursor to the unit receiving battle commands.

On the Battlefield Map: Displays command options. Enters various commands.

○ BUTTON

Cancels screens and commands. Displays movement and combat range on the Operation Map. Displays the Total Command Menu for battle conditions display.

R1 BUTTON

Moves cursor to next unit on the Operation Map. (For checking only)

L1 BUTTON

Moves cursor to last active unit on the Operation Map. (For checking only)

Each button function on both the DUALSHOCK™ analog controller and Digital Controller is identical to the DUALSHOCK™2 analog controller.

Vibration mode can be set On/Off on the Options Screen.

•See pg.5—Options

1946

Following Japan's rejection of the Potsdam declaration and call for resistance to the bitter end, the greater asian war came to its conclusion when the Soviet Union entered the fight. With the war's end, the jurisdiction of the Japanese islands was divided among the occupying Allied forces, resulting in tension between the east and west power blocs and ultimately, tragedy and suffering.

1950

Economic disparities and bottlenecks with post-war reparations increased political tensions and prompted pleas for reunification of Japan's divided lands. Without any clear beginning, the Japanese archipelago erupted into the "Japan War"; four years of fierce conflict that once again decimated Japanese lands. The Japan War cease-fire was manipulated by international alliances and Communist ideologies, and was signed without even settling the issues of reparation lingering from the previous war's close. Japanese on both sides of the north-south border had sought reunification, but their futile calls went unanswered. The divided nation remained unchanged.

10 years have passed. It is 1964...

STARTING THE GAME

OPENING

The title screen appears after the opening movie.

- It is possible to skip the opening movie by pressing the START button or ⊗ button.

START MENU

The Start Menu is displayed by pressing the START button at the title screen. Use the up and downDirectional buttons to select from the menu, and press the ⊗ button to enter your selection.

NEW GAME

Start from the beginning of the game. The prologue demo begins once this selection is made, and is followed by the first operation.

CONTINUE

After selecting this option, a screen appears where you can load previously saved data. Selecting a data file will continue a game from where it was last saved. •See Pg.17—Record Room

OPTIONS

Adjust various settings.
Make selections with the Directional buttons, and press the ◎ button after all selections are made to return to the Start Menu screen.

MESSAGE SPEED

Set the message speed (Fast, Normal, Slow) for the game.

SOUND SETTING

Select either Stereo or Monaural.

BGM

Set BGM during the game On/Off.

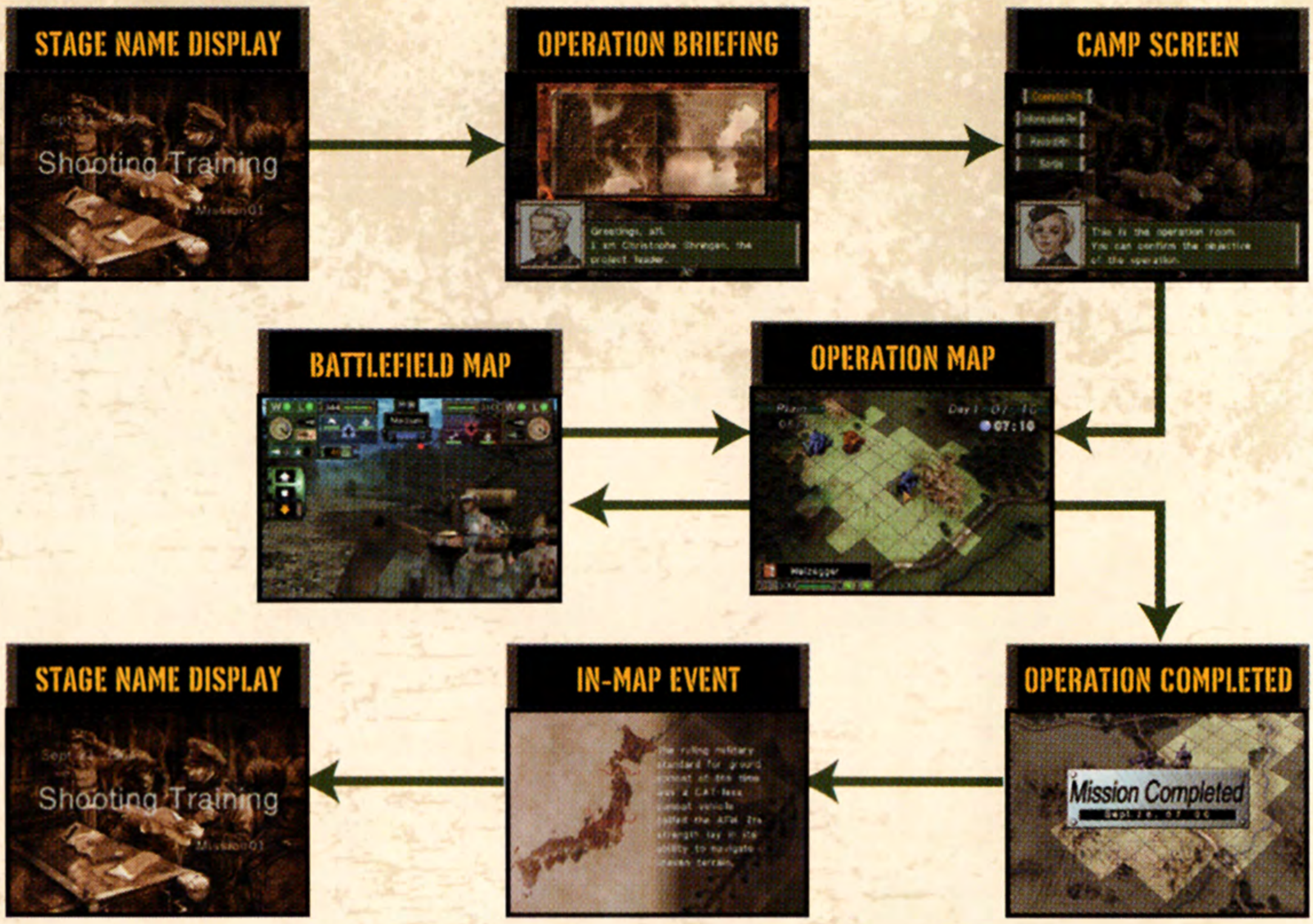
VIBRATION

Turn vibration On/Off.
Vibrates in both lit and non-lit LED display.

GRID DISPLAY

Set grid display to On/Off.

GAME FLOW



CAMP SCREEN

OPERATION ROOM
Current operation information can be consulted. You can also learn about areas of caution and combat techniques for the operation.

FORMATION ROOM
Organize soldiers in each unit. •See Pg.7—Unit Formation

INFORMATION ROOM
Detailed information and assistance can be accessed.
•See Below

RECORD ROOM
Select to save the game. •See Pg.17—Record Room

SORTIE
Enter the current operation by closing the Camp Screen.
•See Pg.13—Battlefield Map

INFORMATION ROOM

UNIT INFO
View information on currently organized units.

SOLDIER INFO
View information on the soldiers.

MEMOIRS
View inner-chapter events.

COMBAT MANUAL
View a variety of information: Characters, AFW, Soldiers, Maximum Attacks, Soldier Skills and Battlefield.

UNIT FORMATION

FORMATION ROOM

Here you can adjust the AFW and soldier formations (groups) to fit different strategies. Try forming a unit keeping in mind what type of soldiers would be most effective when combined with a certain AFW.

Pressing the ▣ button in the unit formation screen displays basic data for each unit.

Red areas on the graph indicate VS soldier attack levels, while blue areas show VS AFW attack levels.

PILOTING SKILLS AND AFW BATTLE ABILITIES

Each AFW performs differently, even from other AFWs of the same type. The difference will become greater as each pilot learns various piloting skills.

MAXIMUM ATTACK

Special abilities possessed by each pilot.

LEVEL

The pilot's level. Levels are gained as experience points are gained through combat, improving various piloting skills.

COMMAND ABILITY

These grades reflect the skill in commanding the various types of soldiers.

STANDARD ABILITY (AFW)

Individual AFW performance capacity. Pilots customize their own machine, so even AFWs of the same type perform differently.

BATTLE ABILITY

Each AFW's VS AFW and VS Soldier combat ability level at each distance rating. It is most effective to fight at the distance with the highest numbers.

UNIT FORMATION AND ABILITY

Each pilot has strong and weak abilities; some may be skilled at firing, while others are first-rate commanders. Ability ratings increase by gaining combat experience. A unit's Battle Ability (areas displayed on the graph in dark green) also changes depending on the soldier formations.

SQUAD SELECTION

Each soldier type may have several squads, and even squads comprised of identical troops may possess small differences, such as available skills.

OPERATION ABILITY

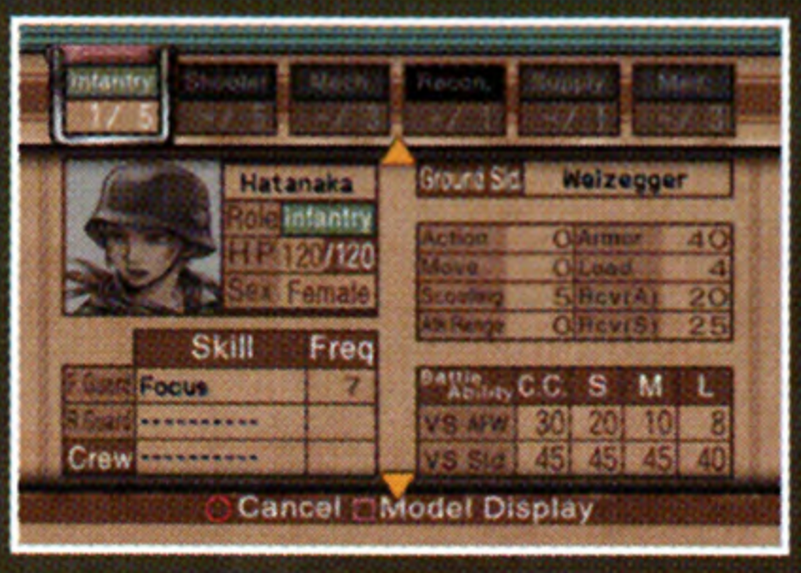
The operation ability of the unit commanded by each pilot. The pilot's AFW standard ability rating and the ability level of the various soldiers (squads) are displayed together.

BATTLE ABILITY

The Battle Ability of each pilot and their AFW. The VS AFW and VS Soldier ability rating may change depending on the ground soldiers, and the load ability may change depending on the ability of soldiers riding in the AFW.

SOLDIER TYPE AND ABILITY

You can view the abilities of the different types of soldiers here. The various soldiers are divided into different roles, and are assigned to a number of squads. When forming units, focus on the appropriate type of AFW for each soldier. Differences in skills may result in weaknesses during battle.



ROLE

Soldier types classified by their specialization. The numbers reflect the current number of squads.

STANDARD ABILITY

The standard ability of soldiers assigned to each squad.

BATTLE ABILITY

The Battle Ability depending on the distance to the enemy AFW unit.

SKILLS

A display of the type of skills each squad possesses and the point when these are activated.

OPERATION START

When combat is initiated, the "Victory Condition" and "Loss Condition" are displayed and battle begins.

UNIT MOVEMENT

MOVEMENT PROCEDURE

1. The unit can be moved when its turn to move arises. This is called being "in turn".
2. When the cursor is placed on the unit in turn and selected, the movement range (blue squares) and attack range (yellow squares) are displayed.

   ☞ The unit cannot move into the attack range areas.
3. Setting the cursor to the square you would like to move to and pressing the ⊗ Button opens the Action Menu.

ACTION MENU

ATTACK

This can only be selected when there are enemy units that can be attacked.

STATS

Relays unit information.

RECOVERY

This can only be selected when the AFW or soldiers have suffered damage.

OK

Move and end turn.

STANDBY

Standby at present location.

☞ "OK" and "Standby" are not displayed at the same time.

UNIT ATTACK

Choosing “Attack” from the Action Menu displays the unit’s attack range, and a targeting cursor appears on enemy units within firing range. After selecting a target, combat is initiated with the enemy unit targeted with the cursor.

OPENING A BATTLE DISTANCE

Opening battle distance is determined by the distance between your unit and the enemy unit.

- Attack from an adjacent square: .....Short Range
- Attack from a diagonally adjacent square: .....Medium Range
- Attack from 2 or more squares away:.....Long Range

HINT: Choosing "Attack" from the Action Menu displays the unit's attack range, and a targeting cursor appears on enemy units within firing range. After selecting a target, combat is initiated with the enemy unit targeted with the cursor.

FREE CURSOR

The cursor can be moved freely around on the Operation Map Screen before the unit carries out an action. This is called a “Free Cursor”. By moving the cursor to a square other than the one occupied by your unit and pressing either the START button or ◉ button, the Total Command Menu is displayed.

TOTAL COMMAND MENU

TURN

Check the individual order of every unit displayed on the Operation Map.

MISSION

Check the “Victory Condition” and “Loss Condition” of the current operation.

SETUP

Change various settings.
•See Pg.5—Options

STOP

Save and end the game. Be aware that restarting from an ended game erases that particular saved data.

ACTION ORDER AND LANDSCAPE

When the unit has finished its action, Action Standby Time is started. Action Standby Time is the amount of waiting time until the next "turn". The more complex the action is, the longer the Action Standby Time becomes.

Landscape

Additional Action Value*

Landscape Level**

Current Time

Time Until Next Turn

Time Icon
Indicates day or night.

*** Additional Action Value**
This is a display of the terrain conditions. The greater the landscape value is, the longer the time until the next turn.

**** Landscape Level**
This displays the landscape's height. Areas beyond landscape levels that are higher in altitude than (which impedes the line of vision from) the current level cannot be seen. Essentially this means that, for example, the other side of a Level 3 "Mountain" could not be seen from a Level 1 "Plain".

HINT: The amount of time until the next turn is obviously shorter by choosing "Standby" over that of "Recovery" after a move.

OCCUPY

This can only occur when maneuvers are completed in a landscape that is both outside of the player's own camp and can also be occupied.

Directly after the area has been occupied there is a possibility that a maximum of two squads of soldiers will appear. Landscapes in which soldiers appear will be indicated with a ★ mark.

- There are two types of ★ marks, a large and small one.
- Two squads of soldiers appear with the large, one squad appears with the small one.

HINT: The ★ mark is lost if areas that can be occupied are taken over or recovered by the enemy. This means that areas in which there is a possibility that soldiers might participate should be occupied before the enemy does so.

Additional Landscape Information

Landscape Level

The height of the terrain will have an effect on.

Landscape Defense

Depending on the landscape, your troops' combat times and defense will vastly change.

Additional Action

The additional amount of time needed until a unit can move again, after movement has been ended in that particular type of landscape.

Recovery

The amount that soldiers will recover after selecting Recovery on that particular type of landscape.

Movement Cost

Movement over different types of terrain use up a specified amount of movement energy required for that particular square. The amount of energy is different for each type of AFW.

BATTLEFIELD MAP

By selecting "Attack" from the Action Menu (•See Pg.9) combat is at last started. There is a limit to the operational time for attacks, so keep an eye on the remaining time and progress through the battle with this in mind.

HOW TO READ THE BATTLEFIELD MAP SCREEN

PLAYER'S AFW STATUS
The operational conditions for the AFW. "Weapon" represents weapon status, and "Leg" represents mobility conditions.

PLAYER'S AFW ATTACK STATUS
Displays whether firing is possible or not. The timer is the amount of time until firing is possible.

PLAYER'S AFW RANK
Shows your AFW's soldier's position, hit points, and type of soldiers.

SHOOTING AND MAXIMUM ATTACK
The number of Special Shells that can be fired, and the number of times a Maximum Attack can be used.

UNIT COMMANDS
Change between advance, retreat, and stop.

FIRING ACCURACY
The current accuracy rate since initiating firing. The distance to the target AFW is the factor basically determining this rate. However, landscape features (defending side only), time, and weather factors can also reduce accuracy.

ENEMY AFW STATUS
Enemy AFW operating conditions. Read the same way as Player's AFW Status.

ENEMY AFW ATTACK STATUS
Enemy AFW firing preparations status. Read the same way as player AFW figures.

ENEMY AFW RANK
Soldier ranks attached to the enemy AFW. Read the same way as player AFW figures.

DISTANCE TO ENEMY AFW
Distance to enemy unit and time until operational limit is reached.

ATTACK COMMAND MENU

Press the ⊗ button at the Battlefield Map Screen to display the command selection menu.

VS AFW Set target sights to the enemy AFW.

★ Cannot be selected if the Load Gauge is not full.

VS SOLDIER Set target sights to enemy soldiers.

★ Cannot be selected if the Load Gauge is not full.

RANK Change soldier formations. Vanguard soldiers attack the enemy while Rearguard soldiers cannot be attacked.

★ Can only be selected when there are accompanying soldiers.

SPECIAL SHELL Launches Special Shells.

★ Can only be selected when crew soldiers capable of firing Special Shells are riding in the AFW.

MAXIMUM ATTACK Executes Maximum Attack.

★ Can only be selected when there are Maximum Attacks that can be used by the pilot.

FIRE

Selecting fire and beginning to set your aim causes the target screen to appear.

Accuracy rates increase as time passes on the Target Screen, and when damage is received from enemy AFW or soldier attacks it decreases in proportion to the amount of damage received.

The accuracy rate value increases depending on pilot expertise; the more skilled the pilot is, the greater the increase. However, a number of battlefield conditions can act to reduce this rate of increase.

FIRING ACCURACY RATES %

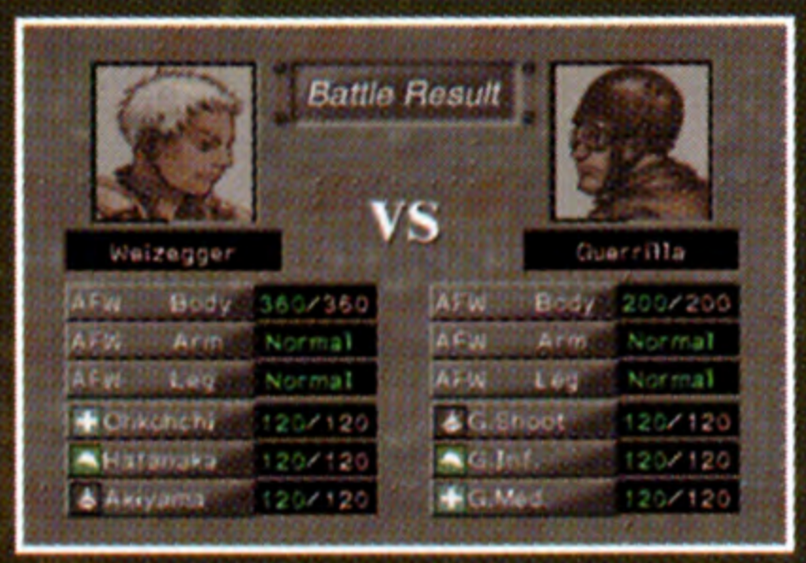
Accuracy rates adjusted for night, weather conditions, smoke obstruction, and a destroyed weapon.

	LOAD GAUGE	STARTING ACCURACY %	ACCURACY RATE
TERRAIN EFFECTS		$\frac{100 - \text{Landscape Defense}}{100}$	
NIGHT		x 1/2	VS AFW: 3/4 VS Soldier: 1/2
SNOW		Mid.: 4/5 Long: 3/4	Mid.: 4/5 Long: 3/4
SMOKE SHOT		x 1/2	x 3/4 (30 sec.)
WHEN WEAPON IS DESTROYED	Becomes 0		Return to Starting Accuracy
AFTER WEAPON IS DESTROYED			x 1/2
FLASH SHOT	Becomes 0		Starting Accuracy x 1/2 (15 sec.)

★ *All of these effects are cumulative.*

HINT: By changing to the Scope Screen the accuracy rate increases, but the closer it gets to 100%, the slower the rate of increase becomes. It is crucial to assess battle developments and then time your shots accordingly.

BATTLE RESULTS

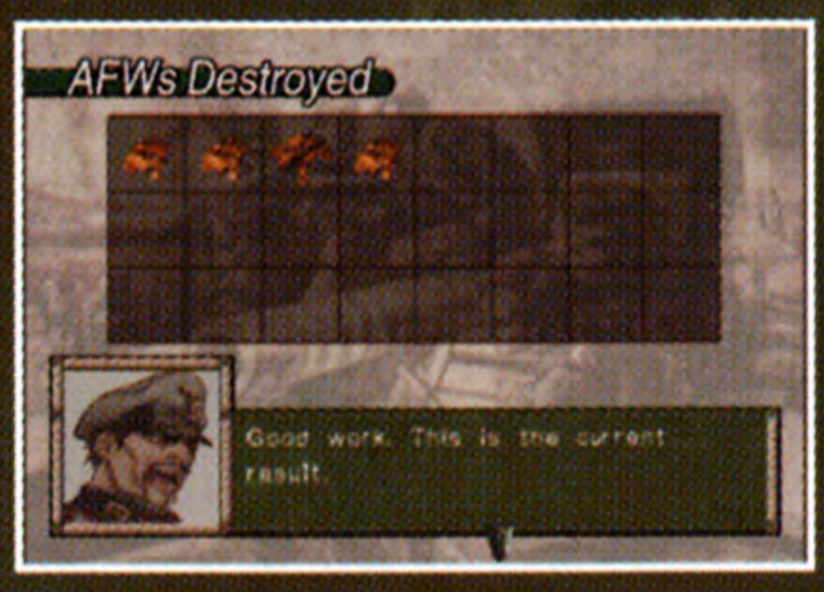


Battle Results are displayed if a battle ends in one of the following ways:

- ★ Operational Time (90 sec.) runs out.
- ★ The enemy's or your AFW is destroyed.
- ★ If a Close Combat encounter took place.
- ★ By continuing to flee (past a set distance) on the Battlefield Map.

OPERATION COMPLETED

The operation is completed by clearing the "Victory Conditions", and the battle results for the scenario are displayed.



- ★ The next operation immediately begins.

OPERATION FAILED

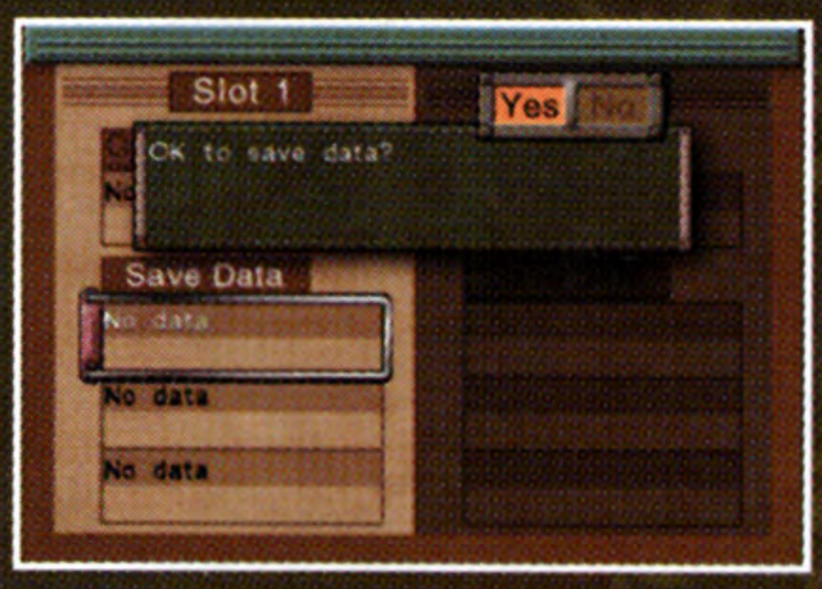
The operation is failed when "Loss Conditions" are met and the game will end.

- ★ The game can be restarted from the point where the game was last saved.

RECORD ROOM

SAVE

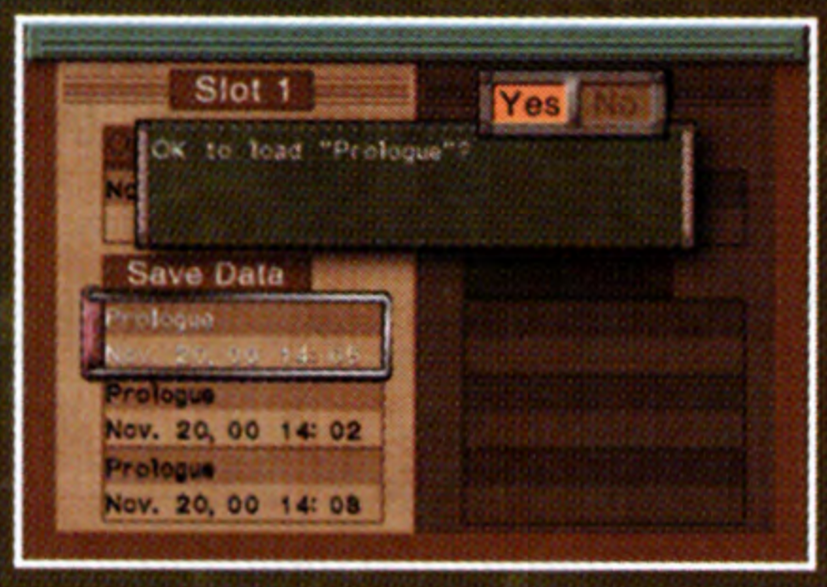
Selecting the Record Room from the Camp screen allows you to save the game using a memory card (8MB)(for PlayStation®2).



It is best to insert, in advance, a memory card (8MB)(for PlayStation®2) with more than 86KB of available space into either MEMORY CARD slot 1 or 2.

LOAD

Selecting "Continue" from the Start menu on the title screen will display the data selection screen. Loaded data is from the spot where the game was last saved.



CAUTION

Please do not remove the memory card (8 MB) (for PlayStation 2) or turn off the game console while saving or loading data. The data may be damaged.

SAVING AND LOADING DURING MISSIONS

You may save during a mission by selecting "STOP" from the Total Command Menu. •See Pg.10—Total Command Menu.

You can resume from the exact place that you saved by selecting "Operational Records" on the Load Screen. •See above.

HINT: The Operation Records are a single-time load. If you Load a game from there, you will no longer be able to begin from that point. You must complete the mission or select "STOP" again to save your game.

PILOT MAXIMUM ATTACKS

Pilots master Maximum Attacks as they gain experience.

DODGE
This move is available at any time. The first normal VS AFW shot is dodged.

SPRAY FIRE
Concentrated firing on the entire Vanguard, hitting both squads.

SUPPRESSIVE FIRE
Concentrated firing on the entire Vanguard, which causes the soldiers to break rank, temporarily making rank adjustments impossible.

QUICK FIRE
This attack is available at any time. The enemy AFW is fired upon, although it is not always hit.

ACCURATE FIRE
The enemy AFW is always hit, and is inflicted with greater damage than normal.

AIM WEAPON
The enemy will always be hit and, in addition to normal damage inflicted, the enemy's weapon has a probability of being destroyed that is equal to the current firing accuracy.

RAPID PUNCH
Powerful Close Combat attack.

STRAIGHT PUNCH
Close Combat attack that destroys the enemy's weapon.

QUICK MOVE
This move is available at any time. The distance to the enemy is reduced with rapid forward movement.

CHECK FIRE
The enemy is always hit and normal damage is inflicted. The enemy unit (AFW) is immobilized for 10 seconds, and the enemy AFW's legs have a probability of being destroyed that is equal to current firing accuracy. Soldier rank changes are possible.

RAPID STRIKE
A powerful Close Combat attack.

STRAIGHT STRIKE
On top of a normal Close Combat attack, the enemy's weapon is also destroyed.

EMERGENCY LOAD
This technique is available at any time. Combat is stopped and weapons are loaded.

BOMBARDMENT
An oppressive attack against the Vanguard troops. Each squad in the Vanguard is damaged and is forced to pull back.

CREEPING FIRE
All accompanying soldier ranks, whether in the Vanguard or Rearguard, are attacked at the current attack ability.

Among the available skills are offensive techniques that can be used when in the Vanguard, defensive maneuvers that are used by soldiers in the Rearguard, and Special Shell rounds that can be launched by crew soldiers in the AFW.

VANGUARD

CO-OP
VS Soldier special attack.

RAPID FIRE
VS Soldier special attack.

FOCUS
VS Soldier special attack.

CHARGE FIRE
VS AFW special attack.

GRENADE
VS AFW special attack.

HOMING SHOT
VS AFW special attack.

WIRE
Inhibits enemy AFW movement.

E. WIRE
Inhibits enemy AFW movement and destroys the legs.

MINE
Damages enemy AFW and destroys its legs.

ADHES. MINE
Damages enemy AFW as well as destroying its legs.

CHAIN MINE
All soldiers and the AFW are damaged, and the AFW legs are destroyed.

STRAIGHT STRIKE
On top of a normal Close Combat attack, the enemy's weapon is also destroyed.

SMOKE SHOT
Enemy accuracy rates are temporarily reduced.

WP SHOT
In addition to the effects of the Smoke Shot, the soldiers in the Vanguard are also temporarily forced to retreat.

SNIPE
This attack makes it possible to attack soldiers in the enemy Rearguard as well.

FLASH SHOT
Immobilizes the enemy AFW and temporarily inhibits enemy attacks.

ILLUM. SHOT
This shot allows your unit to attack during nighttime conditions with a rate of accuracy equal to that during the daytime.

REARGUARD

HYPER
Soldier defense is temporarily increased.

CLEANUP
Removal of obstacles set by enemy soldiers.

FAST REPAIR
Damaged legs and weapon are repaired.

GAS NEUTRALIZATION
The effects of a WP Shot are neutralized.

GAS MASK
Soldiers will not pull back, even if attacked with a WP Shot.

REPAIR
Damaged legs and weapon are completely repaired.

CREW

HEAT SHELL
VS AFW Special Shell attack. It is most effective when used at close distances.

APC SHELL
VS AFW Special Shell attack. Damage is increased.

APCR SHELL
VS AFW Special Shell attack. This ammunition is also effective at long distances.

SHRAPNEL
VS AFW Special Shell attack. All soldiers in the Vanguard are damaged.

INCENDIARY
VS AFW Special Shell attack. One squad in the Vanguard is severely damaged.

INCENDIARY SHRAPNEL
VS AFW Special Shell attack. All soldiers in the Vanguard are severely damaged.

ILLUMINATION SHOT
This shot allows your unit to attack during nighttime conditions with accuracy equal to that of daytime conditions.

SMOKE SHOT
Enemy firing accuracy rates are temporarily reduced.

WP (WHITE PHOSPHOROUS) SHOT
In addition to the effects of the Smoke Shot, the soldiers in the Vanguard are temporarily forced to retreat.

ARMORED FIGHTING WALKERS

A walking war machine, commonly referred to as an AFW. Its most defining characteristic is the ability to traverse rough terrain with the Walker's legs.

STANDARD AFW

The AFW was created to serve as the primary weapon for land based warfare. Its superior balance of armor, firepower, and mobility make it the pinnacle of AFW development technology, and is the undisputed king of terrain combat.

LIGHT AFW

The Light AFW is an indispensable element of the battlefield, and sacrifices armor and firepower for a high level of mobility. Although some apprehension exists over its role in VS AFW combat, it is used to carry out the tasks of observation and enemy scouting.

4-LEG AFW

This AFW was outfitted with the capacity to traverse rough terrain, and provides support for ground troops. The machine's structure was designed to support the weight of increasingly large artillery demands by dividing the weight over its multiple legs.

ANTI-AFW

This AFW was developed with an anti-AFW role in mind. Its guns are fixed, but the machine's two arms are highly effective weapons in Close Combat situations. It performs extremely well in VS AFW combat, but on the other hand its capacity in VS Soldier combat is limited. The Anti-AFW needs support from ground forces in order for its battle prowess to be fully executed. It appears in the middle stages of the game.

CHARACTERS

MASAMI VON WEIZEGGER

The game's main character. Born and raised in Japan, he is the child of a German father and Japanese mother. Although lacking in practical experience, he has demonstrated prowess in piloting AFWs. He pilots a Standard AFW.

RYOKO MINAKAWA

A Japanese born in the midst of the Greater Asian War, she was estranged from both her father at a young age and her mother by her death. She is sharp tongued and leaves a cold impression on those she meets. She pilots a Standard AFW.

JOHN CASTER

A former US marine… He was discharged for violating military code. He is a war buddy of Kinasato's from the Japan War and is a light-hearted, straightforward man who does not dwell on little things. He pilots a 4-Leg AFW.

KENICHI KINASATO

Assigned to the 5th Division of the South Japan Forces. A war buddy of John's from the Japan War, his cool composure and abundant knowledge keeps his fledgling unit together. His private letters later became an invaluable resource in putting together the pieces of the incident. He pilots a light AFW.

KRISTOF SCHREIGEN

A unit general and commander who has been entrusted with final authority in the AFW division by the South Japan government and the top echelons of the military. He and Rodriguez have been colleagues since WW II.

RODRIGUEZ

Unit combat techniques instructor. Chased away and exiled from his German homeland, he is an experienced AFW combat pilot.

MATHILDA

A unit logistics supervisor, she is in charge of AFW provisions and repair, as well as unit information management.

TAKESHI KAIHO

He is North Japan Army's top AFW pilot, and goes by the nickname "Crimson Phantom". He is the ringleader of the group that stole the new prototype AFW.

SOLDIERS

INFANTRY

ANTI-TROOP SOLDIERS
These are the standard soldiers appearing on the battlefield. Although useful in troop vs troop firefights they do not possess enough firepower to effectively combat AFWs. They use a bolt action rifle.

SHOOTER

ANTI-ARMOR SOLDIER
This type of soldier specializes in anti-AFW warfare. While a threat to AFWs, they are weak against ground forces. They use a rocket launcher.

SUPPLY

ANTI-ARMOR SOLDIER
This type of soldier has a detailed knowledge of AFW repair and overhaul. Their knowledge of machines makes them helpful during AFW combat as well. They carry a rifle and hand grenades.

MED.

ANTI-TROOP SOLDIER
Their effectiveness on the battlefield is limited, but they carry medical supplies and excel at attending to wounded troops. They are armed with a military pistol.

MECHANIC

ANTI-ARMOR SOLDIER.
The primary function of these soldiers is to remove obstacles on the battlefield and to setup equipment. Undistinguished as they may be, they perform an essential role in the background. They carry a rifle and grenades.

RECON.

ANTI-TROOP SOLDIERS.
Their primary duty is to determine target distances and where ammunition rounds will hit. They carry a military pistol.

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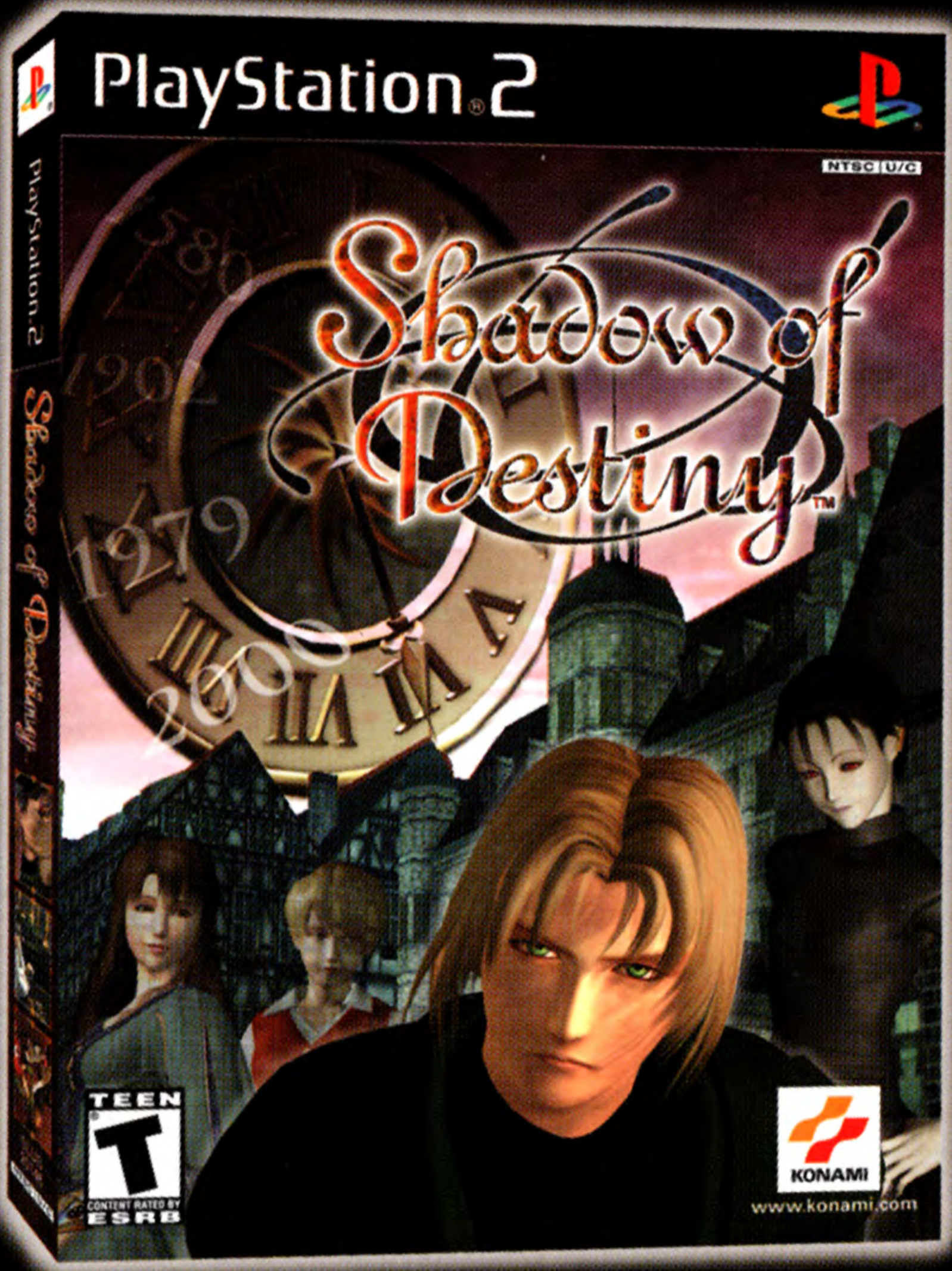

TEEN
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CONTENT RATED BY ESRB

Animated Violence

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